

# WORKING CALENDAR

## for

### Community Development Block Grant Physical Improvement Funding Fiscal Year 2007

#### AGENCY SCHEDULE

September 6, 2006 (Wednesday)	Applications and Submission information available to be picked up by Applicants in HAND
September 6, 2006 (Wednesday)	CDBG Agency Informational Meeting (McCLOSKEY ROOM @ 8:00 A.M.)
October 6, 2006 (Friday)	Letter of Intent due in HAND by 4:00 P.M.
Oct. 25 - Dec. 9, 2006 (tentative)	CAC members make site visits to proposed projects.
October 12, or October 17, 2006	Agency Mandatory Training (agencies must attend one of these two meetings) Thursday, October 12 @ 4:00 P.M. in the HOOKER ROOM Tuesday, October 17 @ 8:00 A.M. in the McCLOSKEY ROOM
December 1, 2006 (Friday)	Completed Applications Due from Agencies to HAND by 4:00 P.M.

#### PHYSICAL IMPROVEMENT SUBCOMMITTEE SCHEDULE

November 13, 2006 (Monday)	CAC Organizational and Con Plan Meeting (McCLOSKEY ROOM @ 5:30)
Oct. 25- Dec. 9, 2006 (to be determined)	PI-CAC members make site visits to proposed projects. Meet at City Hall @ 2:30 P.M.
December 11, 2006 (Monday)	Physical Improvement Sub-Committee Mandatory Meeting to review ranking system and pick up Packets (HOOKER ROOM @ 5:30 P.M.)
January 4, 2007 (Thursday)	PUBLIC HEARINGS for Physical Improvement Applications (COUNCIL CHAMBERS @ 5:30)
January 8, 2007 (Monday)	Applicant Ranking System due to Bob Woolford in HAND Department (FAX 349-3582)
January 10, 2006 (Wednesday)	Physical Improvement Sub-Committee Meeting for allocations (McCLOSKEY ROOM @ 5:30 P.M.)

#### CDBG FUNDING APPLICATION SCHEDULE

<b>February 5, 2007</b> <b>(Tentative date)</b>	<b>PUBLIC HEARING</b> - CAC recommendations presented to the Redevelopment Commission (COUNCIL CHAMBERS @ 5:00 P.M.)
<b>February 14, 2007</b> <b>(Tentative date)</b>	<b>PUBLIC HEARING</b> - City Council Committee Discussion Meeting
<b>February 21, 2007</b> <b>(Tentative date)</b>	<b>PUBLIC HEARING</b> - City Council Final Action Meeting
<b>June 2007</b> <b>(Tentative date)</b>	<b>FUNDING AVAILABLE</b>